JAMES BOND JR.

NES-JB-USA

Instruction Manual

T•HQ, Inc.

Introduction

Thank you for purchasing the thrilling James Bond Jr. for play on the Nintendo Entertainment System. The top scientific minds of the world have been kidnapped by S.C.U.M. Lord and it's up to James Bond Jr. to save the day!

Equip yourself with new weapons and gadgets in every level of intense action! Follow orders from Colonel Monty, you'll infiltrate secret enemy bases to locate the blueprints of the deadly World Domination Device.

Now get ready to make a new legend for the Bond name as you race to remote sections of the globe in your never-ending battle against the forces of evil!

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ENTERTAINMENT
SYSTEM®

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Safety Precautions

Follow these suggestions to keep your James Bond Jr. Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep them clean and dust-free by storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

Table of Contents

Introduction 2
Safety Precautions 3
Background 5
Starting the Game 6
Status Bar 7
Controlling James Bond Jr. 8-10
Sub Games 11-12
Special Items and Collectables 13-14
Collectables 15
Warranty Information 16
FCC Regulations 17
Notes 18-19

Background

The greatest weapons scientists from across the globe are being held prisoners by the evil S.C.U.M. Lord! Intelligence reports indicate that they are incarcerated in his fortress island located somewhere in the Caribbean.

Take charge as young James Bond Jr., ladies man and all around hero! Follow the orders of Colonel Monty on four separate, yet deadly missions. You must first deactivate S.C.U.M. Lord's missiles within their silos. Next, infiltrate his complex where you'll need to crack open some safes to retrieve the stolen blueprints.

Then it's off to the munitions factory to destroy the six machine chambers that comprise the World Domination Device. In the final confrontation you must rescue the captured scientists and stop S.C.U.M. Lord once and for all!

Starting the Game

Place the **James Bond Jr.** Game Pak in the Nintendo Entertainment System and turn the machine on. The title page offers you the choice of starting a new game by pressing the Start Button, or entering a Passcode by pressing the Select Button.

Passcodes are earned by completing a mission. Enter the Passcode by scrolling through the numbers with the Up or Down directions on the control pad and moving on to the next number with the Left or Right functions on the same pad. When you have the correct Passcode, press the Start Button and the game will begin where you left off.

STATUS BAR

When the actual game begins you will see the Status Bar appear. The information on the status bar is (from left to right): Lives left for player, Weapon or item currently held by James, Number of item or weapons left, Score, Remaining sub games to complete, and the Time to complete the current level.

"Now, where was I? . . ."

Controlling James Bond Jr.

There are two modes of play in this game. The first (and most common), is the Normal Mode. The directions for controlling James in this mode are:

Start Button: Pauses the game.

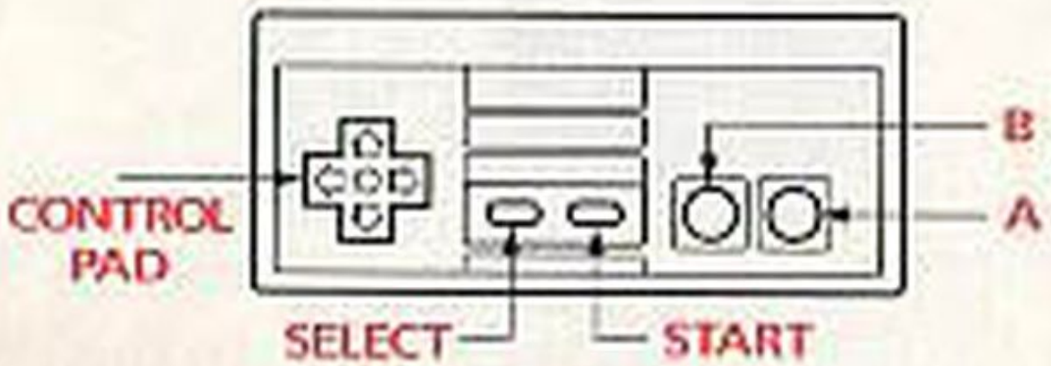
Left or Right on the Control pad: Walk left or right.

Up or Down on the Control pad: Go up or down a ladder, pass through a doorway.

A Button: Jump.

B Button: Shoot gun or use current weapon.

Select Button and Down on the Control pad: Cycle through selection of items or weapons that James is carrying. *This will not work in the underwater scenes.



Controlling James Bond Jr. (cont.)

The second mode of play involves special items that James uses. Each item is listed below with the appropriate controls. Unless otherwise stated, the controls for the Normal mode work here as well.

UNDERWATER

Scuba Gear

Left, Right and Down: Move in those directions.

A Button: Swim.

B Button: Shoot bubble gun. This decreases your air supply. If you are out of the water while wearing the scuba outfit, you cannot climb ladders or shoot the bubble gun.

Controlling James Bond Jr. (cont.)

AIRBORNE Jet Pac

A Button: Use Jet Pac (Decreases Jet Pac supply).

B Button: Shoot Fireballs (Decreases Jet Pac supply).

POTION Werewolf

B Button: Attack enemies as a true werewolf! When James is in this state he can jump higher than normal, reaching greater distances.

BARRIER Shield

Same as Normal mode except that the B Button has no effect. While James is carrying the shield, he can ram enemies and take no damage!

Each level has a different goal. To achieve these goals, you must complete the Sub Games within the levels.

Level 1 Disable Missiles

Find the computer room in each silo. Stand in front of the computer terminal to enter the sub game. (Press Up when you are over the terminal.)

The object of this sub game is to match the large pattern with the smaller one on the right. When you accomplish this, the alarm will stop and a message appears. The controls for this sub game are:

B Button: Move column cursor to next column.
A Button: Move row cursor to next row.
Left/Right: Shift colors in row left or right.
Up/Down: Shift colors in column up or down.

Level 2 Recover the Blueprints

The blueprints are hidden in safes. Some are booby trapped! Enter the sub game by pushing Up when you are over a safe.

Up/Down/Left/Right: Move flashing cursor over the 4 dials and the door catch.

A and B Buttons: Rotates the current dial clockwise or counter clockwise. When either button is pressed while on the door catch, the number of attempts decreases. This number is located in the center of the safe. The number on the door indicates how many of the dial numbers are correct. *If a dial stops flashing, it is the correct number.

Levels 3 and 4 have no particular sub games per se, just destroy the factory rooms in level 3 and eliminate the boss characters guarding the scientists in level 4.

Once you have completed the sub games on a level, you will see a note to "Find the Exit." This means that you must destroy the final boss of that level to move on. You can find the exit without dispatching the boss character, but you cannot EXIT without completing this task.

Special Items & Collectables

What would a Bond saga be like without a bunch of really cool gadgets to make his life a little easier? We thought so too.

Listed below are the various items and weapons that James has access to during the game:

GUN - This has a limited bullet supply of 99. From zero, the bullets increase to a maximum of 20. Collect ammunition boxes to max out on bullets.

BOMB - Also limited to 99. After you run out of bombs the only way to get more is to collect a bomb icon.

FLARE - Also limited to 99. Use these to stun the enemies for a few seconds. Has no effect on enemies that are wearing goggles.

Special Items & Collectables (cont.)

NUKE BOMB - Limited to 99. Damages all enemies on screen at once. Big Blast!

JET PAC - This item starts out at 99. Decreases as you fly and shoot fireballs. Replenish by collecting Jet Pac icons.

SCUBA GEAR - This item starts out at 99 too. The number represents how much air you have left. It decreases all the time you spend underwater as well as when you shoot the bubble gun. Find air pockets and scuba icons to replenish your supply.

SHIELD - This item starts out at 99. Acts as an extension of James' health. Use as a weapon - like a battering ram against opponents.

POTION - This item starts out at 99. When James uses the potion he becomes a werewolf! Not only can he jump higher and attack enemies as a wolfman, but guard dogs won't attack him in this form!

Collectables

These items are either won by defeating an enemy or simply found in the levels.

Ammunition Box - Gives you more bullets.

Bomb - Gives you more bombs.

Flare - Gives you more flares.

Jet Pac - Gives you more Jet Pac power.

Scuba Gear - Gives you more air.

Big Bomb - Gives you more Nuke bombs.

Potion bottle - Gives you more werewolf potion.

James' Head - Gives you an extra life.

Clock - Gives you more time.

Small Hamburger - Gives you a little health.

Large Hamburger - Gives you a lot of health.

Shield - Gives you more shields.

90-DAY LIMITED WARRANTY

90 DAY LIMITED WARRANTY

T•HQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Video Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T•HQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling (818) 591-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday thru Friday.

3. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc.
Consumer Service Department
5300 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302
(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK, freight prepaid to T•HQ, Inc., enclosing a check or money order for $10.00 payable to T•HQ, Inc. T•HQ Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or reconditioned PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL T•HQ INTERNATIONAL LTD. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Notes

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TOY HEADQUARTERS

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